**PRACTICAL – 1**

**Objective :-** Print Hello world using printf.

**Printf :-** printf() function is used to print formatted output to the standard output **stdout**(which is generally the console screen).  The printf function is a part of the C standard library <**stdio.h>** and it can allow formatting the output in numerous ways.

**Program :** 1\_Hello\_World.c

#include <stdio.h>

int main ()

{

    printf("Hello world");

    return 0;

}

**Output :**

**PRACTICAL – 2**

**Oblective** :- Find area of rectangle. Take length and width as input from user using scanf.

**Formula :** Area of Rectangle = length \* width

**Sacanf :-** scanf is a function that stands for Scan Formatted String. It is used to read data from stdin (standard input stream i.e. usually keyboard) and then writes the result into the given arguments. It accepts character, string, and numeric data from the user using standard input. scanf also uses format specifiers like printf.

**Program :** 2\_Area\_of\_rect.c

#include <stdio.h>

int main ()

{

    float area, length, width;

    printf("Enter the length of rectangle : ");

    scanf("%f",&length);

    printf("Enter the width of rectangle : ");

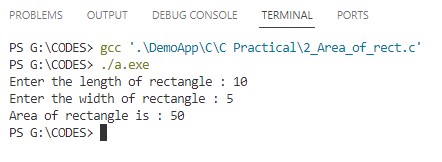
    scanf("%f",&width);

    area = length \* width;

    printf("Area of rectangle is : %g",area);

    return 0;

}

**Output :**

**PRACTICAL – 3**

**Objective :-** Find area of squre. Take length as input from user using scanf.

**Formula :** Area of Squre = (length)2

**Program :** 3\_Area\_of\_squre.c

#include <stdio.h>

int main ()

{

    float area, length;

    printf("Enter the length of squre : ");

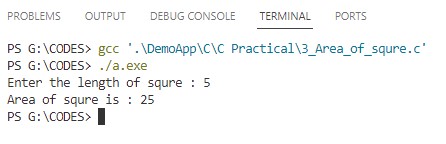
    scanf("%f",&length);

    area = length \* length;

    printf("Area of squre is : %g",area);

    return 0;

}

**Output :**

**PRACTICAL – 4**

**Objective :-** Find area of circle. Take radius as input from user using scanf.

**Formula :** Area of Circle = *π* r2

**Program :** 4\_Area\_of\_circle.c

#include <stdio.h>

int main ()

{

    float area, redius;

    printf("Enter the redius of circle : ");

    scanf("%f",&redius);

    area = 3.14 \* redius \* redius;

    printf("Area of circle is : %.2f",area);

    return 0;

}

**Output :**

**PRACTICAL – 5**

**Objective :-** Convert Fahrenheit into Celsius. Take Fahrenheit as input from user using scanf.

**Formula :** Celsius = (Fahrenheit - 32) \* 5/9

**Program :** 5\_F\_into\_C.c

# include <stdio.h>

int main ()

{

    float F,C;

    printf("Enter fahrenheit : ");

    scanf("%f", &F);

   C = (F-32) \* 5/9;

    printf("%g'F = %.2f'C", F,C);

    return 0;

}

**Output :**

**PRACTICAL – 6**

**Objective :-** Find Simple interest. Take Principle, Rate of intrest and Time as input from user using scanf.

**Formula :** SimpleInterest = (Principal \* Time \* Rate) / 100

**Program :** 6\_ SimpleInterest.c

# include <stdio.h>

int main ()

{

    float principal, rate, time;

    printf("Enter Principal amount : ");

    scanf("%f", &principal);

    printf("Enter rate of interest in percent : ");

    scanf("%f", &rate);

    printf("Enter time in years : ");

    scanf("%f", &time);

    float si = principal \* time \* rate / 100 ;

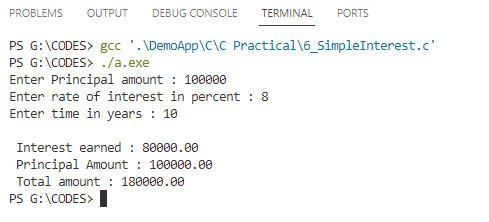
    printf("Interest earned : %.2f", si);

    printf("\n Principal Amount : %.2f", principal);

    printf("\n Total amount : %.2f", si + principal);

    return 0;

}

**Output :**

**PRACTICAL – 7**

**Objective :-** Take a number as input from user and check it ‘s divisible by 19 or not.

**if else :-** The if-else statement is a decision-making statement that is used to decide whether the part of the code will be executed or not based on the specified condition (test expression). If the given condition is true, then the code inside the if block is executed, otherwise the code inside the else block is executed.

**Program :** 7\_Div\_by\_19.c

# include <stdio.h>

int main ()

{

    int x;

    printf("Enter any numder : ");

    scanf("%d", &x);

    if(x % 19 == 0){

        printf("%d is divisible by 19",x);

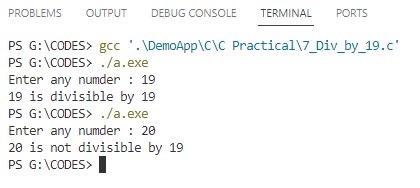
    } else {

        printf("%d is not divisible by 19",x);

    }

    return 0;

}

**Output :**

**PRACTICAL – 8**

**Objective :-** Take a number as input from user and check it is even or odd.

**Program :** 8\_Even\_or\_odd.c

# include <stdio.h>

int main ()

{

    int x;

    printf("Enter any numder : ");

    scanf("%d", &x);

    if(x % 2 == 0){

        printf("%d is Even number",x);

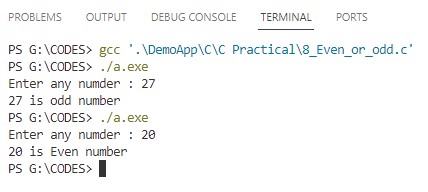
    } else {

        printf("%d is odd number",x);

    }

    return 0;

}

**Output :**

**PRACTICAL – 9**

**Objective :-** Take marks as input from user and check it is pass or fail.

**Program :** 9\_Pass\_or\_Fail.c

#include <stdio.h>

int main ()

{

    int x;

    printf("Enter your marks : ");

    scanf("%d",&x);

    if (x >= 0 && x < 33){

        printf("You are Fail");

    }else if(x >= 33 && x <= 100){

        printf("You are Pass");

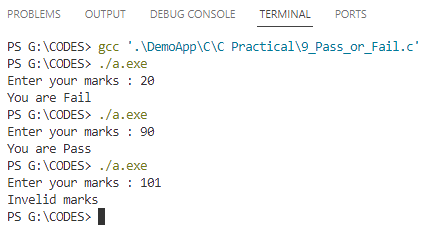
    }else {

        printf("Invelid marks");

    }

    return 0;

}

**Output :**

**PRACTICAL – 10**

**Objective :-** Take marks as input from user and check it is pass or fail.

**Program :**

**Output :**

**PRACTICAL – 11**

**Objective :-**

**Program :**

**Output :**

**PRACTICAL – 12**

**Objective :-**

**Program :**

**Output :**

**PRACTICAL – 13**

**Objective :-**

**Program :**

**Output :**

**PRACTICAL – 14**

**Objective :-**

**Program :**

**Output :**

**PRACTICAL – 15**

**Objective :-**

**Program :**

**Output :**

**PRACTICAL – 16**

**Objective :-**

**Program :**

**Output :**